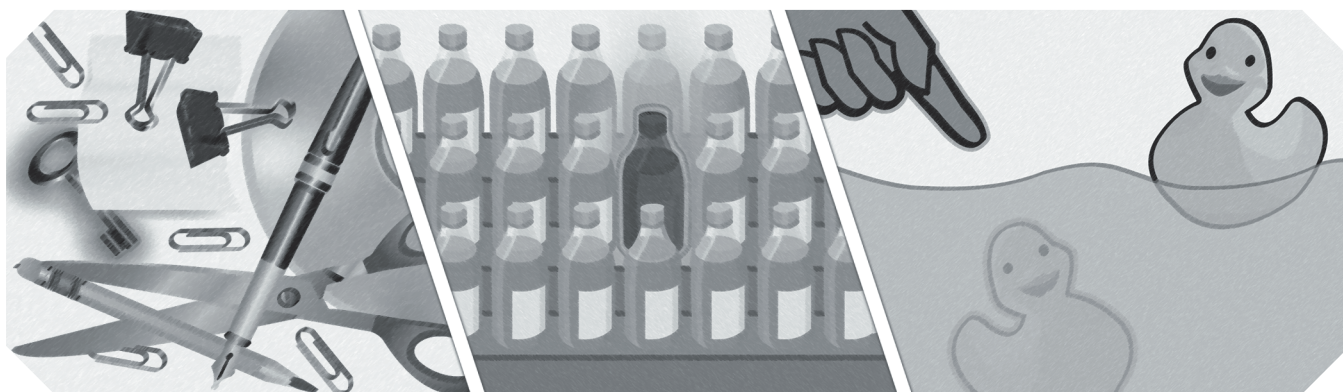


GURPS®

Fourth Edition

MAGIC™

THE LEAST OF SPELLS™



Written by **SEAN PUNCH**
Illustrated by **NIKOLA VRTIS**

GURPS System Design ■ **STEVE JACKSON**
GURPS Line Editor ■ **SEAN PUNCH**
GURPS Project Manager ■ **STEVEN MARSH**
Production Artist and Indexer ■ **NIKOLA VRTIS**
GURPS FAQ Maintainer ■
VICKY "MOLOKH" KOLENKO

Chief Executive Officer ■ **PHILIP REED**
Chief Creative Officer ■ **SAM MITSCHKE**
Chief Operating Officer ■ **SUSAN BUENO**
Director of Sales ■ **ROSS JEPSON**
Page Design ■ **PHIL REED** and **JUSTIN DE WITT**
Art Direction and Prepress Checker ■ **NIKOLA VRTIS**

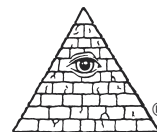
GURPS, *Pyramid*, Warehouse 23, the pyramid logo, *The Least of Spells*, and the names of all products published by Steve Jackson Games Incorporated are trademarks or registered trademarks of Steve Jackson Games Incorporated, or used under license.
GURPS Magic: The Least of Spells is copyright © 2020 by Steve Jackson Games Incorporated. All rights reserved.

The scanning, uploading, and distribution of this material via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the author's rights is appreciated.

STEVE JACKSON GAMES

Stock #37-0160

Version 1.0 – July 2020



CONTENTS

INTRODUCTION 3

Recommended Books	3
About the Author	3
About GURPS	3

1. THINKING SMALL 4

<i>The Least of Glossaries</i>	4
Difficulty	4
Prerequisites	
and Mana Level	4
Items	4
Everything Else	5
<i>As Prerequisites?</i>	5
<i>Back to Basics</i>	5

2. CLEVER TRICKS 6

Air Spells	6
Diver's Blessing (A)	6
Mighty Breath (A)	6
Stinkguard (A)	6
Animal Spells	6
Call (A)	6
Groom (A)	6
Body Control Spells	6
Ache (A)	7
Belch (A)	7
Blend In (A)	7
Flexibility (A)	7
Stand Out (A)	7
Stifle (A)	7
Communication and	
Empathy Spells	7
Ack (A)	7
Drama (A)	7
Sorcerous Signal (A)	8
Earth Spells	8
Badger Paws (A)	8
Gargoyle Skin (A)	8
Pebble (A)	8
Spotless Hands (A)	8
Enchantment Spells	8
Emergency Staff (A)	8
Magician's Minion (A)	8
Sorcerer's Stand-In (A)	9
Fire Spells	9
Ember (A)	9
Oven Mitts (A)	9
Puff (A)	9
Food Spells	9
Eat Crow (A)	9
Find Ingredient (A)	9
Glutton's Cheat (A)	9
Gate Spells	10
Easy Rider (A)	10
Reorient (A)	10

Healing Spells	10
Aid (A)	10
Aide (A)	10
Analgesic (A)	10
Bender Defender (A)	10
Birth Control (A)	10
Test (A)	10
Illusion and Creation Spells	11
Disbelieve (A)	11
Image (A)	11
Shadowplay (A)	11
Knowledge Spells	11
Keyfinder (A)	11
Know Thyself (A)	11
Sweet Oblivion (A)	11
Light and Darkness Spells	12
Goggles (A)	12
Phosphorescence (A)	12
Twinkle (A)	12
Making and Breaking Spells	12
Tack (A)	12
Wizardly Workshop (A)	12
Meta-Spells	12
Thaumatomy (A)	12
Use Item (A)	12
Mind Control Spells	13
Adjuration (A)	13
Hypnotize (A)	13
Patience (A)	13
Startle (A)	13
<i>Other Tricks</i>	13
Volatility (A)	14
Movement Spells	14
Cushion (A)	14
Flee (A)	14
Open Door (A)	14
Sink (A)	14
Necromantic Spells	14
Dramatic Departure (A)	14
Invoke (A)	14
Reverie of Ruin (A)	15

Plant Spells	15
Ritual of Reaping (A)	15
Spell of Sowing (A)	15
Protection and Warning Spells	15
Anticipate (A)	15
Insect Repellent (A)	15
Sound Spells	15
Selective Hearing (A)	15
Squeak (A)	15
Throw Voice (A)	16
Technological Spells	16
Magnetic Finger (A)	16
Remote Start/TL (A)	16
<i>Novices and Laypeople</i>	16
Water Spells	17
Mer-Speech (A)	17
Sea Legs (A)	17
Sponge (A)	17
Squirt (A)	17
Sweat (A)	17
Weather Spells	17
Cloud (A)	17
Jolt (A)	17
Storm Shelter (A)	17

3. MAKING THE MOST OF THE LEAST 18

Advantages for	
Minor Magicians	18
Languages	18
Magic Perks	19
Magic Resistance	19
Rank	19
Talent	19
<i>Other Social Advantages</i>	20
Unusual Background	20
Skills for Minor Magicians	20
Expert Skill	20
Savoir-Faire	20

INDEX 21

*The simplest things are often
the truest.*

– Richard Bach

INTRODUCTION

Games featuring magic-users tend to focus on higher-powered casters. **GURPS** is no exception. **GURPS Magic** includes *some* low-powered spells, but many more that could change the face of combat or society at large – up to and including spells that resurrect the dead and grant wishes! **GURPS Magic: Death Spells** and **GURPS Magic: Artillery Spells** offer more of the same, in the form of magic that can obliterate targets in one fell swoop.

Which is as it should be.

It's the rare gamer who enjoys playing an ineffective character. Even those who favor "zero to hero" stories expect their apprentice wizards to wield genuine power *eventually*. And in campaigns where magic is the exclusive province of NPCs, it's most often meant to be a source of wonder, danger, or *horror*, which calls for it to be impressive.

Yet magical "zeroes" still need spells. At the higher end of the power spectrum, it's fun (and a good way to soak up character points!) if almost anyone can dabble in magic without invading the niche of *real* wizards. And in campaigns where most magicians are villains, permitting PCs to work *trivial* magic can appease players who dislike absolute prohibitions, provide an interesting temptation to resist, and throw the capabilities of evil sorcerers, demons, and other magic-using fiends into terrifying relief – being outclassed frightens gamers more than the unknown, and makes victory tastes sweeter.

And one final case bears mention: Settings where everybody can work a little magic. This has to do not with the power level of the protagonists, who might be anything from "zeroes" to gods, but with that of the *magic*, which is low (except, perhaps,

for a rare few archmages). Making the mana level high is one solution, and making everyone a mage is another, but such devices raise the question of why magic isn't more dominant. Minor "folk rituals" that indisputably *do something* for almost anyone, almost anywhere offer a workaround.

GURPS Magic: The Least of Spells is a collection of minor magic suited to *all* of these uses.

RECOMMENDED BOOKS

GURPS Magic: The Least of Spells requires only the **GURPS Basic Set**. While **GURPS Magic** would be useful to have on hand for its more detailed magic rules, and many of its spells are mentioned here, it isn't required to understand this supplement.

ABOUT THE AUTHOR

Sean Punch set out to become a particle physicist in 1985 and ended up as **GURPS** Line Editor in 1995. In that capacity, he has written, edited, or contributed to some 150 **GURPS** releases, revised the game into its fourth edition (2004), and been a regular contributor to *Pyramid* magazine. From 2008, he has served as the lead creator of the **GURPS Dungeon Fantasy** series, which led to his design of the **Dungeon Fantasy Roleplaying Game**, released in 2017. Sean has been a gamer since 1979, but devotes most of his spare time to Argentine tango (and occasionally tending bar). He lives in Montréal, Québec with *son amour*, Geneviève.

ABOUT GURPS

Steve Jackson Games is committed to full support of **GURPS** players. We can be reached by email: info@sjgames.com. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Resources include:

New supplements and adventures. **GURPS** continues to grow – see what's new at gurps.sjgames.com.

Warehouse 23. Our online store offers **GURPS** print items, plus PDFs of our books, supplements, adventures, play aids, and support . . . including exclusive material available only on Warehouse 23! Just head over to warehouse23.com.

Pyramid (pyramid.sjgames.com). For 10 years, our PDF magazine *Pyramid* included new rules and articles for **GURPS**, plus systemless locations, adventures, and more. The entire 122-issue library is available at Warehouse 23!

Internet. To discuss **GURPS** with our staff and your fellow gamers, visit our forums at forums.sjgames.com. You can also join us at facebook.com/sjgames or twitter.com/sjgames. Share your brief campaign teasers

with #GURPShook on Twitter. Or explore that hashtag for ideas to add to your own game! The **GURPS Magic: The Least of Spells** web page is at gurps.sjgames.com/theleastofspells.

Store Finder (storefinder.sjgames.com): Discover nearby places to buy **GURPS** items and other Steve Jackson Games products. Local shops are great places to play our games and meet fellow gamers!

Bibliographies. Bibliographies are a great resource for finding more of what you love! We've added them to many **GURPS** book web pages with links to help you find the next perfect element for your game.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Errata pages for **GURPS** releases are available at sjgames.com/errata/gurps.

Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

CHAPTER ONE

THINKING SMALL

Trivial spells require doing things a little differently. If they're just low-powered-but-typical magic, then singling them out as available to fresh-faced apprentices and ungifted dabblers while excluding basic spells is tricky to justify. After all, **GURPS Magic** has 45 spells that lack spell prerequisites, of which 31 don't even require Magery. Giving the least of spells properties that render them qualitatively *different* from these (and other) spells makes the distinction easier to defend – and adds flavor!

The Least of Glossaries

basic spell: An IQ/H or IQ/VH spell with no *spells* as prerequisites. It may require *other* traits, most often Magery or minimum IQ. Even if nonmages can learn it, they need high or better mana to cast it.

trivial spell: An IQ/A spell with no *prerequisites at all*. Anybody can learn it, and anybody can *cast* it in normal or better mana. Synonymous with “IQ/A spell” or, collectively, the “least of spells.” In setting, people might prefer “canttrip,” “chant,” “folk ritual,” “incantation,” “invocation,” “mantra,” etc.

DIFFICULTY

The most obvious thing to change is difficulty! Full-fledged spells – even very simple ones like Ignite Fire, Light, and Touch – are IQ/Hard or IQ/Very Hard skills. It's logical to make the least of spells easier.

All of the spells in this collection are IQ/Average. Add Magery to IQ as usual. When using optional rules that give spells defaults (like the Wizardly Dabbler perk in **GURPS Thaumatology: Magical Styles**), the defaults for Average spells are one step easier than those for Hard spells (typically IQ-5 rather than IQ-6).

PREREQUISITES . . . AND MANA LEVEL

The least of spells certainly shouldn't require other spells as prerequisites – they're supposed to be what people who know *nothing* about magic can just up and learn! But what about Magery?

In the standard magic rules, anybody can *learn* a spell that doesn't require Magery, but individuals without Magery can *cast* that spell only in a zone of high or better mana.

Yet requiring dabblers to buy at least Magery 0 [5] largely defeats the purpose of letting the ungifted learn magic. The solution is to let anybody cast IQ/A spells, even in normal mana. For spells weaker than anything in **Magic**, this is unlikely to lead to the untalented invading the niche of professionals, who have far more powerful tools at their disposal.

At the same time, a gift for magic should count for *something* – even for the least of spells. People who have Magery 1+ do get a bonus to skill level, but this doesn't benefit those with Magery 0. It also doesn't fully compensate for letting anybody work magic in normal mana.

The solution is to alter the effects of mana level on IQ/A spells (only!) as follows:

High or Very High Mana: Anyone who knows IQ/A spells can cast them – and such spells are so weak that failures and critical failures are no worse than usual, even in very high mana. Someone with Magery gets the FP spent on such a spell back at the start of their *next* turn, as in a zone of very high mana for a harder spell.

Normal Mana: Anyone who knows IQ/A spells can cast them. All the rules for magic work normally, unless specifically excepted for IQ/A spells.

Low Mana: Only those with Magery can cast IQ/A spells, but such spells require so little magic that they're *exempt* from the -5 to skill that such areas inflict on harder spells. Critical failures with IQ/A spells always count as ordinary failures.

No Mana: No one can use magic – not even IQ/A spells.

Thus, the talented have a *major* edge over the untalented with trivial spells: In regions of higher-than-normal mana, they can work such magic all day with almost no ill effects. In low mana, they regain their monopoly on magic – and gain something to fall back on when their harder spells aren't working well.

ITEMS

The spells in this collection are so low-powered that it's hard to imagine any serious enchanter spending time on them. Still, the GM may allow people who want items that cast such spells to have them. In place of individual “Item” entries, these generic rules apply in all cases:

Creation: Energy cost to create is always 25. Use the standard enchanting rules; see **Magic**, pp. 16-18. Notably, the creator rolls against the *lower* of Enchant or the specific spell, and requires effective skill 15 or better. Thus, even if a non-mage can cast the spell, it takes someone with Enchant – and thus Magery 2+ – to create the associated item.

Use: An item enchanted with an IQ/A spell lets any wielder cast that spell in the usual time, at the usual energy cost; see *Magic*, p. 19. There are no known variants (e.g., items that produce “always on” effects). Such items respond to mana normally, *not* according to the special rules for IQ/A spells – enchantment is inherently higher-powered!

Purchase: These are almost always Quick and Dirty items that cost the suggested \$1 per energy point: \$25. The GM may want to assume that they *also* call for generic “magical ingredients” with a price on a par with an object suitable for a one-point Powerstone (\$50), for a final cost of \$75. Nothing prevents PCs from avoiding spending points on IQ/A spells by buying dozens of cheap items – but these can be lost or stolen, won’t function in low mana, don’t benefit from Magery, and enjoy no energy cost or casting time reduction for high skill.

EVERYTHING ELSE

In all other respects, IQ/A spells obey the standard magic rules. Everything in *Casting Spells* (pp. B235-238) and *Different Kinds of Magic* (pp. B239-242) applies to them. For instance, they require magic rituals, and get casting time and energy cost reductions for high skill; they count as spells “on” while active, giving -1 apiece to cast further spells; maintenance works normally; and Regular spells are cast at -1 per yard to the subject, and cost (1 + SM) times as much energy on subjects larger than SM 0.

A rule the GM *might* want to change for IQ/A spells is *Magery and Effect* (p. B237). If high Magery makes it possible to use IQ/A spells with variable energy cost to achieve impressive effects, such spells could outshine harder spells in some circumstances. Of course, the GM might regard that as *feature*, as it would give powerful mages a reason to learn these spells! This collection calls out some specific examples as food for thought.

AS PREREQUISITES?

It’s tempting – even logical – to shoehorn these trivial spells into the game as prerequisites for the most basic spells in *Magic*. The recommended way to do so is to let *any* IQ/A spell in a college count as the prerequisite for *any* harder spell in the same college that otherwise has no *spell* prerequisites. (For added detail, make the lesser spells prerequisites for the greater spells they resemble most.)

Doing so makes wizards a bit more expensive to play. In the worst (if unlikely) case of someone who wants to study all 24 colleges, the maximum extra cost is 24 points. Whether that’s good or bad is a matter of opinion. Gamers who find casters too capable relative to other character types might find this option worth exploring.

Not doing so when using IQ/A spells in the campaign may seem illogical – why was such magic researched, if not as a path to something more powerful? Yet magic is often convoluted! Perhaps mages developed these spells for nonmages by starting with more advanced magic and “subtracting out” the parts that required Magery.

The GM could even rule that *any* of a college’s basic spells can be cast in a way that emulates *any* of the trivial spells – or the closest such spell – in the same college. Wizards can omit part of the ritual to conjure a lesser effect. If so, mages are unlikely to learn IQ/A spells separately.

Such things are matters of taste. They’re left to the GM, who should inform the players of their decisions before anyone creates a character.

Back to Basics

If the GM introduces *The Least of Spells* after the campaign is in full swing, it’s unfair to require those playing wizards to buy prerequisites they didn’t previously need. Yet simply giving them free points in these things is unfair to those playing non-casters. It’s fairest to assume that mages created IQ/A spells for nonmages, and let everybody (mage or not) spend earned points on them – although ruling that basic spells can emulate trivial ones is probably fine, as it won’t give wizards *too* big a boost.

As for *how* to learn these spells in play, teachers would likely be everywhere. Even if wizards jealously guard harder spells, they’ll have little luck monopolizing something anybody can learn. *Halve* the cost of training and spellbooks to reflect this. When using the rules for manuals in *GURPS Dungeon Fantasy 4: Sages*, change the +3 CF (quadruple base cost) for magic to the +1 CF (double base cost) for ordinary IQ-based skills without defaults.

Bunch of wanna-blessed-bes. Nowadays every girl with a henna tattoo and a spice rack thinks she’s a sister to the dark ones.

– Willow, in Buffy the Vampire Slayer #4.10

CHAPTER TWO

CLEVER TRICKS

These spells are sorted by college. They're formatted like those in *GURPS Magic*, with the difference that none offer "Prerequisites" or "Item" data. Chapter 1 explains why.

Although these spells are so inoffensive that the GM needn't vet them individually in any campaign with widespread magic, not all effects – or all colleges! – fit every setting. This is especially true if magic is rare, secret, or intended to have a quality or mood like "folkloric" or "humorous." The GM's word on what's available is final.

AIR SPELLS

Weak versions of Purify Air or Seek Air – or utterly trivial magic inspired by Create Air, No-Smell, or Stench – are most common.

Several trivial Weather spells (p. 17) – Cloud, Jolt, and Storm Shelter – count as Air spells as well.

Diver's Blessing (A)

Regular

Doubles subject's breath-holding time, like one level of Breath-Holding (p. B41). Subject must hold their breath on their turn *immediately after* the spell is cast, or the spell ends at once. No effect on skin-absorbed gases, nor on crushing damage from *Choke or Strangle* (p. B370).

Also a Body Control spell.

Duration: Until subject's *doubled* breath-holding time expires.

Cost: 2. Cannot be maintained.

Mighty Breath (A)

Regular

Caster exhales a stream of air strong enough to scatter dust and extinguish candles *reliably* at two yards. Has no combat value, not even against vaporous beings or aerial swarms. Typically used for housekeeping tasks and wishing on birthday cakes.

Juvenile apprentices speak of a variant that emits air from . . . the body's nether end.

Duration: 1 second.

Cost: 1. Same cost to maintain.

Stinkguard (A)

Regular

Filters a *willing* subject's sense of smell, preventing nausea or retching (pp. B428-429) triggered by odors. Doesn't help against choking, suffocation, fatigue, or injury due to airborne

effects, even smell-based ones – nor against nausea or retching *not* caused by odors. Amounts to a hands-free way to hold one's nose, and is popular among people who empty chamber pots, muck out stables, etc.

Also a Protection and Warning spell.

Duration: 1 minute.

Cost: 1. Same cost to maintain.

ANIMAL SPELLS

This college has no truly "basic" spells. Its least offerings add new, useful effects, and might serve as alternative prerequisites for Beast-Soother and Beast-Rouser (GM's call). They're common among apprentices who look after familiars and mounts.

Insect Repellent (p. 15) is also considered an Animal spell.

Call (A)

Regular

Caster calls any one *known, trained* animal (like a pet or mount) from afar. The beast receives +3 to its Hearing roll to notice this, which gives eight times the usual distance. Whether the creature *responds* depends on its training and attitude toward the caller – Call just provides the equivalent of an extra-loud pet whistle!

Also a Sound spell.

Duration: Instantaneous.

Cost: 1. Cannot be maintained.

Groom (A)

Regular

Subject can use their bare hands to brush, comb, and otherwise care for the fur of any beast. Confers no special ability to look after animals – just eliminates the need for tools!

Duration: 1 minute.

Cost: 1. Same cost to maintain.

Time to cast: 2 seconds.

BODY CONTROL SPELLS

Extremely minor Body Control spells are weak even relative to Itch, and of minimal combat utility. The GM could rule that Touch is IQ/A without unbalancing anything – it would appear below if *Magic* hadn't already claimed it!

Many IQ/A spells from other colleges affect the subject's physical abilities, and thus count as Body Control spells: Analgesic (p. 10), Birth Control (p. 10), Diver's Blessing (above), Eat Crow (p. 9), and Throw Voice (p. 16).

Ache (A)

Regular; Resisted by HT

Subject suffers *trivial* discomfort. Gives no penalties and causes no incapacity – it's just slightly annoying. Might inspire someone to take an aspirin, or grant +1 to Influence rolls that refer to the ache ("Perhaps you shouldn't, given your headache?"). Both High Pain Threshold and the Resist Pain spell grant immunity.

Duration: 1 minute.

Cost: 1. Same cost to maintain.

Belch (A)

Regular; Resisted by HT

Subject burps loudly – once. Intended as a prank, but *might* be worth +1 to Hearing to notice the victim, or -1 to reactions toward them, if cast at the ideal moment. Details are left to the GM, who may require Absolute Timing or a roll against a skill.

Variants exist that cause flatulence and other body noises.

Duration: Instantaneous.

Cost: 1. Cannot be maintained.

Blend In (A)

Regular; Resisted by HT

Subject's facial features lose distinctiveness, granting +1 to Shadowing in crowds, and giving others -1 when rolling to recognize them in a lineup or picture, or to recall meeting them. *Fails automatically* on subjects with Distinctive Features (p. B165), Unnatural Features (p. B22), or Appearance above Attractive or below Unattractive.

Also an Illusion and Creation spell.

Duration: 1 hour.

Cost: 2 to cast. 1 to maintain.

Flexibility (A)

Regular

Subject becomes *slightly* more flexible: +1 on all the rolls covered by the advantage of the same name (p. B56): Climbing, Escape, break free, etc. Highly valued by phone booth-stuffers at wizardly academies!

The GM might let *mages* grant a bonus up to their Magery level, at 1 energy per +1.

Duration: 1 minute.

Cost: 1. Same cost to maintain.

Stand Out (A)

Regular; Resisted by HT

As Blend In (above), but *sharpens* subject's facial features, reversing the modifiers: -1 to Shadowing in crowds, +1 to rolls to recognize or recall them. Works regardless of subject's looks.

Also an Illusion and Creation spell.

Duration: 1 hour.

Cost: 2 to cast. 1 to maintain.

Stifle (A)

Blocking; Resisted by subject spell

Stops not an *attack*, but a belch, cough, fart, sneeze, etc. that might embarrass or give away the caster. Resists Belch, Spasm, and other spells intended to cause such outcomes. Success (victory) suppresses the emanation. Would have to be cast every second against an ongoing irritation; e.g., hiccups or a coughing *fit*. Cannot block more serious effects – choking, retching, seizures, etc. – be they natural or magical.

Cost: 1.

*Each cantrip has its loophole,
every fetish its flaw.*

*– Michael Swanwick,
The Iron Dragon's
Daughter*

COMMUNICATION AND EMPATHY SPELLS

Any IQ/A spell in this college should fall below Sense Foes and Sense Life in utility, though it might resemble a *very* watered-down version of a slightly better spell.

Mer-Speech (p. 17) also counts as a Communication and Empathy spell.

Ack (A)

Blocking

Doesn't block an attack, but sends instant proof of identity in response to a magical message, be the channel one-way (e.g., Delayed Message, Message, or Mind-Sending) or two-way (like Communication or Telepathy). Lets the other caster know their message was received, and by whom – nothing more. Spoofing is impossible; be sure you *want* to identify yourself truthfully!

Cost: 1.

Drama (A)

Regular

Caster counterfeits one *strong* emotion: anger, despair, fear, hate, joy, love, etc. Like the Acting skill (p. B174), but useless for lies, mimicry, and impersonation. On the other hand, skills like Body Language and Detect Lies cannot penetrate Drama – that requires a successful Aura or Sense Emotion spell (which works automatically, as Drama is too feeble to resist!).

Also a Mind Control spell.

Duration: 1 minute.

Cost: 2 to cast. Same cost to maintain.

Sorcerous Signal (A)

Regular

Subject ignores the -3 for lack of Cultural Familiarity (p. B23) for *one* use of Gesture (p. B198). If Gesture succeeds, any IQ 6+ being that can perceive the gesture grasps its meaning. Doesn't grant Gesture skill (defaults to IQ-4), much less a true sign language (p. B25).

Duration: Until subject makes a Gesture roll, unless canceled sooner.

Cost: 1. Cannot be maintained.

Time to cast: 3 seconds.

EARTH SPELLS

Trivial Earth spells occupy a tier below Seek Earth, but might produce pale shadows of effects like Identify Metal, Seek Pass, or Shape Earth. The more practical of these are well-loved by farmers and gardeners in worlds where anyone can work magic.

Badger Paws (A)

Regular

Subject can dig sand or ordinary soil barehanded as if equipped with a metal shovel; see *Digging* (p. B350). Relative to bare hands, quadruples speed – but also amplifies the FP cost, if the caster isn't skilled enough to reduce the spell's cost. *Doesn't* include the benefits of a pick (rendering it useless for hard soil, clay, or rock), and confers no engineering ability.

Duration: 1 hour.

Cost: 2. Same cost to maintain.

Time to cast: 2 seconds.

Gargoyle Skin (A)

Regular; Resisted by HT

Subject's skin acquires the appearance (not the hardness!) of stone. When *completely still* and *completely naked*, gives +2 to Camouflage and Stealth while next to rock – and +2 to Disguise rolls to impersonate a statue, gargoyle, stone golem, etc.

Also an Illusion and Creation spell.

Duration: 1 minute.

Cost: 2 to cast. 1 to maintain.

Time to cast: 2 seconds.

Pebble (A)

Missile

Shoots a tiny stone from one hand. This has Acc 1, 1/2D n/a, and Max 40, and does no damage, even to fragile targets. It's roughly as useful as picking up and throwing a pebble. Uses Innate Attack (Projectile) to hit, and cast most often to practice that skill – and by apprentices trying to get someone's attention.

Cost: 1.

Spotless Hands (A)

Regular

Deceptively named spell doesn't wash hands but repels soil. Subject can plant seeds, work clay, or dig barehanded or with Badger Paws (above) without getting filthy hands. Doesn't repel anything but "earth," provide protection better than ordinary DR 0 work gloves, or confer gardening, artistic, or digging ability. Prized by apprentices who tend herb gardens – or exhume corpses.

Duration: 1 minute.

Cost: 1. Same cost to maintain.

Time to cast: 2 seconds.



ENCHANTMENT SPELLS

This college is mostly the realm of powerful mages. Yet spells like those below may exist to help ordinary folk *aid* enchanters. These are unlikely to be prerequisites for *real* Enchantment spells.

Use Item (pp. 12-13), though relevant to enchanted items, *isn't* an Enchantment spell.

Emergency Staff (A)

Special

Caster briefly imbues an object that could accept the Staff spell (*Magic*, p. 70) with similar magic. Works only on an item in hand. Ends if the caster loses contact with the subject.

A *draining*, desperate measure – but sometimes better than nothing. Works even for nonmages, so for them it's *definitely* better than nothing!

Duration: 1 second.

Cost: 1. Same cost to maintain. *Never* reduced by high skill for nonmages!

Magician's Minion (A)

Regular

Subject can come within 10 yards of a Quick and Dirty enchantment process without inflicting -1 on the caster's skill (*Magic*, p. 17). Doesn't *conceal* subject from magic, or prevent an *assistant* from giving -1. Just keeps guards and servants from compromising the casting.

Duration: 1 hour.
Cost: 3 to cast. 1 to maintain.
Time to cast: 5 seconds.

Sorcerer's Stand-In (A)

Regular

Subject can hold an assistant's – but never the caster's! – place in a Slow and Sure enchantment (*Magic*, p. 18). An assistant's absence normally pauses a work in progress; this lets it continue. The stand-in contributes *no* mage-days to the effort, while the person replaced *cannot* work on another enchantment – that counts as “loss of a mage,” ending the original project.

For this spell to work, the subject must be *touching* the assistant they'll be replacing – though anybody can cast it. Must be recast before each day of work.

Duration: 1 day.
Cost: 8. Cannot be maintained.
Time to cast: 1 minute.

*Sorcerer, you do have magical powers, but where
is your sense?*
– Sagburu, in *Enmerkar and En-suhgir-ana*

FIRE SPELLS

Be warned: Fire is one of the pillars of technology. Even spells less potent than Ignite Fire and Seek Fire can transform a TL0 society, if anybody can cast them!

Ember (A)

Missile

Hurls a hot spark from one hand. This has Acc 0, 1/2D n/a, Max 10. Use Innate Attack (Projectile) to hit. Affects target just like *one second* of a one-point Ignite Fire spell. Can ignite Super-Flammable or Highly Flammable targets (p. B433), but inflicts no damage.

The GM may let *mag*es invest up to their Magery level in energy per second, for three seconds, to a maximum of four energy. Ignite Fire level equals energy.

Cost: 1.

Oven Mitts (A)

Regular

Subject's hands (only!) gain DR 1 vs. burning damage from heat or fire. Other body parts and possessions are unprotected. Other burning damage (e.g., lightning) – or non-burning damage caused by heat or fire – is unaffected. Useful for pinching out candles and handling hot food.

Also a Protection and Warning spell.

Duration: 1 minute.
Cost: 1. Same cost to maintain.

Puff (A)

Regular

Creates a steady, thin stream of smoke, comparable to that from a cigar or pipe. Won't block vision or choke anyone, but sufficient for signaling in *still* air (rises at one foot per second while spell endures), triggering high-tech smoke detectors, worrying pyrophobes, etc.

Duration: 10 seconds.
Cost: 1. Same cost to maintain.

FOOD SPELLS

Everybody eats, so even in settings *without* IQ/A spells in general, there may be one or two gimmicks simpler than Seek Food and Test Food.

Ritual of Reaping (p. 15) is also considered a Food spell. Oven Mitts (above), Sponge (p. 17), and Stinkguard (p. 6) *aren't* Food spells, but are often learned by kitchen staff.

Eat Crow (A)

Regular

Deadens a *willing* subject's taste buds, preventing nausea or retching (pp. B428-429) triggered by tastes. Anything consumed while Eat Crow is active leaves no aftertaste. Doesn't prevent poisoning, being sickened by spoiled food, choking on comestibles,

or nausea or retching *not* caused by taste. Valuable to terrible cooks and anyone who eats actual crow (or rat, buzzard, etc.).

Also a Body Control spell.

Duration: 1 minute.
Cost: 1. Same cost to maintain.

Find Ingredient (A)

Information

Must be cast in a space *devoted* to food prep or storage: kitchen, pantry, etc. A place must be used this way daily for at least a year to acquire suitable magical “vibes.”

Caster may specify one ingredient before casting. If present, the spell makes it stand out in their vision. Useful to assistants to quirky chefs – and chefs with lackadaisical assistants.

Casters with Alchemy can use this spell to find reagents in a dedicated lab.

Cost: 1.

Glutton's Cheat (A)

Regular

Willing subject can eat like a slob yet not soil their face, hands, or clothing. Deflects edible matter toward the mouth – not foreign matter away from the body – making it of no value against *attacks*. As useful as a bib, a napkin, and better manners.

Duration: 1 minute.
Cost: 1. Same cost to maintain.
Time to cast: 2 seconds.

GATE SPELLS

Gate magic is *advanced*, and hard to step down to the level of nonmages, but ordinary people in backgrounds where it's commonplace – and the apprentices of Gate wizards! – might learn a few tricks.

Invoke (pp. 14-15) also counts as a Gate spell.

Easy Rider (A)

Regular

Makes a *willing* subject easier to transport with all forms of teleportation, time travel, dimension shifts, etc. – friendly or hostile! Rolls to use such capabilities on them are at +1. Wizards *can* cast this on themselves, but the -1 for a spell “on” negates the bonus for their own spells.

Also a Meta-Spell.

Duration: 1 minute.

Cost: 2. Same cost to maintain.

Reorient (A)

Blocking

Cast in response to teleportation, or time or dimension travel – not an attack – *instead of* a Body Sense roll upon arrival (choose one or the other). Success and failure work as for Body Sense. *Not* subject to Body Sense modifiers, but apply -5 unless the trip was willing (e.g., stepping through a known gate).

Valuable mostly to people for whom an IQ/A skill is a better bet than Body Sense (DX/H). Of course, it costs FP.

Also a Movement spell.

Cost: 1.

HEALING SPELLS

Even the basic Healing spell – Lend Energy – requires special advantages. Trivial spells in this college should be less effective than Lend Energy, but might count as alternative prerequisites to it (GM's decision).

Sea Legs (p. 17) counts as a Healing spell as well.

Aid (A)

Regular

Caster can attempt the tasks under *First Aid* (p. B424) at no penalty for a lack of equipment. Doesn't confer First Aid skill (defaults to IQ-4). Typically used for bandaging – but those who can maintain it for free (skill 15+) might treat shock.

Duration: 1 minute. Must be maintained throughout the *entire* treatment to provide any benefit.

Cost: 1. Same cost to maintain.

Aide (A)

Regular

Not to be confused with Aid (above). Caster can better support *other* magical healers. When assisting ceremonial (p. B238) Healing spells, they can always contribute at least 3 energy, regardless of their abilities – Magery, spells, etc.

Such a “helper spell” might exist for *every* college (GM's option), but it suits Healing best.

Duration: 1 minute. Must be maintained throughout the *entire* ceremony to provide any benefit.

Cost: 2 to cast. 1 to maintain.

Analgesic (A)

Regular

Subject is more resistant to *persistent* pain, ignoring -1 in penalties from effects that cause it. No effect on sudden *shock* in combat.

Other IQ/A spells that work almost identically but reduce the penalty from different minor symptoms by -1 include Antiemetic (nausea), Antihistamine (itching/sneezing), and Stimulant (drowsiness).

The GM might let *mages* eliminate a penalty up to their Magery level, at 1 energy per -1 removed.

Also a Body Control spell.

Duration: 1 minute.

Cost: 1. Same cost to maintain.

Bender Defender (A)

Regular

Subject gains the benefit of Alcohol Tolerance (p. B100) – and also No Hangover (p. B101), if the spell is maintained until that would become relevant. All the rage at wizardly academies, despite often being forbidden.

Also a Protection and Warning spell.

Duration: 1 hour.

Cost: 2 to cast. 1 to maintain. If *caster* becomes intoxicated, apply resulting IQ penalty to basic skill level before figuring cost reduction!

Time to cast: 10 seconds.

Birth Control (A)

Regular

Willing subject gains the benefit of flawless birth control when romping with a being of the same or extremely similar species. Too weak to overcome potions of fertility, the curse of an incubus or succubus, Destiny (advantage or disadvantage!), or similar.

Also a Body Control spell.

Duration: 1 hour.

Cost: 2 to cast. 1 to maintain.

Time to cast: 7 seconds.

Test (A)

Information

Reveals whether a *specific* disease or poison affects the subject. A different Test spell exists for each complaint: Test (Leprosy), Test (Viper Venom), etc. Only serious or hard-to-diagnose problems *known* to a society are likely to have Test spells.

Also a Knowledge spell.

Cost: 1. One try per day per subject.

Time to cast: 30 seconds.

ILLUSION AND CREATION SPELLS

This college's most basic spell, Simple Illusion, requires the caster to be sighted and have IQ 11+. The GM may require this even for "spells for everyone."

Trivial spells for altering a subject's appearance are considered Illusion and Creation spells, too: Blend In (p. 7), Gargoyle Skin (p. 8), and Stand Out (p. 7). If learned as part of this college, the GM may rule these *conceal* rather than *transform* the subject – a special effect.

Disbelieve (A)

Regular or Blocking

Cast *before* the caster tries to "disbelieve" Simple Illusion or Illusion Shell. Bonus to the Will roll on the following turn equals energy in the spell: +1 to +5.

Normally has no effect on more powerful illusions, but can be cast as a Blocking spell against Phantom *if* caster has cause to suspect it (GM's decision). Success adds energy in the spell to the IQ roll to resist.

Also a Mind Control spell.

Duration: 1 second (long enough to try to disbelieve).

Cost: 1 to 5. Cannot be maintained.

Image (A)

Area

Projects a *stationary, unchanging, two-dimensional* image onto a surface, like light through a photographic slide. Quality depends on Artist (Illusion) skill. Disbelief is automatic but won't dispel it; any touch, attack, or spell *will* dispel it.

Usually projected onto a vertical surface, not a horizontal one, at -1 per yard between caster and surface. Cost depends on area as usual.

A "favorite" at wizardly meetings!

Duration: 1 minute.

Base cost: 1. Half that to maintain.

Shadowplay (A)

Area

Projects *moving, changing, two-dimensional* shadows – like silhouettes of hands or paper cutouts in bright light – that are otherwise subject to the notes and rules for Image (above). Being shadows, these lack color and fine detail. Used mostly for entertainment.

Also a Light and Darkness spell.

Duration: 1 minute.

Base cost: 1. Half that to maintain.

KNOWLEDGE SPELLS

Any IQ/A Knowledge spells should be less capable than basic Measurement or Tell Time, and *much* weaker than Detect Magic or Find Direction (which require Magery).

Test (p. 10) and Thaumatomancy (p. 12) are also Knowledge spells – and the GM may wish to count other trivial Information spells here.

Keyfinder (A)

Regular

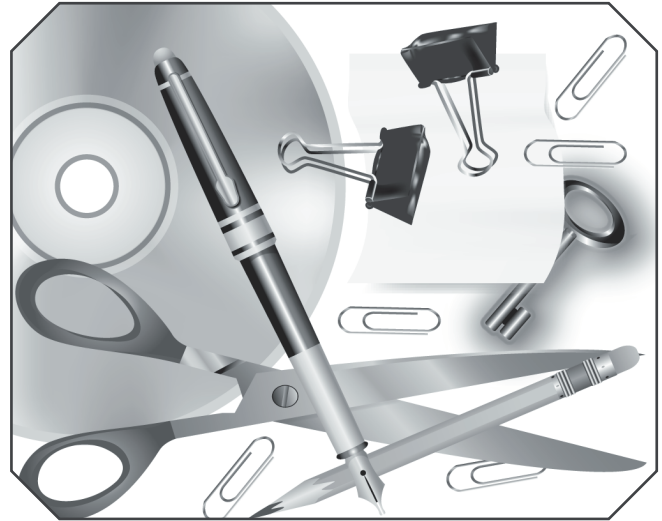
Caster recalls where they put an *item* they possess but can't find (*never* facts, events, etc.). This offers a way to improve the IQ roll the GM might give anybody to recall such things, and is of special value to those with Absent-Mindedness (p. B122), who normally roll at IQ-2.

Also a Mind Control spell.

Duration: Instantaneous. Recollection remains until object is misplaced again.

Cost: 1. Cannot be maintained.

Time to cast: 5 seconds.



Know Thyself (A)

Regular

Organizes subject's thoughts, giving +1 to Public Speaking or Teaching for the sole purpose of truthfully presenting their knowledge. Listeners receive +1 to Detect Lies or Interrogation to confirm subject isn't lying. Provides neither expertise nor the ability to lie. Popular among apprentices with untrusting masters – and masters with abysmal pedagogical skills.

Also a Mind Control spell.

Duration: 1 minute.

Cost: 2 to cast. 1 to maintain.

Time to cast: 5 seconds.

Sweet Oblivion (A)

Regular

Caster (only!) forgets a single *fact* (never a language, skill, spell, etc.) – *permanently*. Useful for unseeing or unlearning something awful, and for foiling mind-readers. Too weak to stop serious magical interrogators; successfully casting Recall, Remove Curse, Restore Memory, or Permanent Forgetfulness (in reverse) automatically ends its effects.

Also a Mind Control spell.

Duration: Permanent.

Cost: 3. One try per memory.

Time to cast: 10 seconds.

LIGHT AND DARKNESS SPELLS

It's hard to get much simpler than Light – the GM may prefer to make that spell IQ/A *instead* of introducing Phosphorescence and Twinkle.

Shadowplay (p. 11) is also considered a Light and Darkness spell.

Goggles (A)

Regular

Subject ignores -1 in Vision penalties due to bright light, and gets +1 to HT rolls to resist dazzling effects (like Flash) and to Will rolls to resist distraction by bright lights.

Also a Protection and Warning spell.

Duration: 1 minute.

Cost: 1. Same cost to maintain.

Phosphorescence (A)

Area

Everything in the area briefly emits soft light. This gives everyone with a line of sight to the area a Vision roll without darkness penalties (all *other* Vision modifiers remain). Success reveals a snapshot of what's in the area. While this won't aid attacks on moving targets, it *will* reveal whether people or objects are present. Too feeble to blind anyone!

Duration: Instantaneous.

Base cost: 2. Cannot be maintained.

Time to cast: 2 seconds.

Twinkle (A)

Regular

Produces a *really* tiny light, like a star in the night sky – or at most a firefly. Whatever penalty Vision rolls would be at with only the Light spell, Twinkle is -2 worse. Stays still unless the caster concentrates on moving it; then it can travel at Move 1.

Duration: 1 minute.

Cost: 1. Same cost to maintain.

MAKING AND BREAKING SPELLS

This is another college with nothing resembling a truly basic spell, unless you count the rather specialized Inspired Creation. These ones might assume that role.

Tack (A)

Regular

Pins a thin, lightweight sheet with DR 0 (e.g., paper) to a surface with at most DR 1 per inch of thickness (like wall-board). Neither sheet nor surface can be living. Prevents the sheet from falling off – not from being removed. Often found pinning up posters at wizards' academies ("Go, Warlocks!").

Duration: Instantaneous. Sheet stays tacked until pulled down.

Cost: 1 per ounce of sheet weight (minimum 1). Cannot be maintained.

Wizardly Workshop (A)

Regular

Reduces the penalty suffered by a subject whose equipment modifiers (p. B345) with one *craft* or *repair* skill – specified at casting – are -6 or worse. Maximum improvement is to -5. Subjects with -5 or better gain no benefit.

The GM decides what skills to permit. Armoury, Carpentry, Electrician, Electronics Repair, Machinist, Masonry, and Mechanic are reasonable. Alchemy, Bioengineering, Engineer, etc. probably aren't.

Also a Movement spell and a Technological spell.

Duration: 1 minute. Must be maintained throughout an *entire* task to provide any benefit.

Cost: 2 per -1 to skill eliminated (maximum 10 energy). Same cost to maintain.

Time to cast: 5 seconds.

META-SPILLS

To cite *Magic*, p. 121: "Only mages can learn meta-spells; even the most basic meta-spell requires Magery 1." The GM might make exceptions in worlds where nonmages routinely study Alchemy and Thaumatology – or in settings with wizardly oppressors.

Easy Rider (p. 10) also counts as a Meta-Spell. If the GM generalizes Aide (p. 10), it might belong to this college, too.

Thaumatomancy (A)

Information

Boldly ask magic to explain itself! A casting answers one question the Thaumatology skill (p. B225) could answer about *existing* magic. Cannot be used for original research into *new* magic. Penalties that would affect the skill roll apply to the spell.

While easier than Thaumatology, Thaumatomancy is *draining*. Being an Information spell, even failures cost full energy!

In settings where consulting otherworldly forces (spirits, gods, the dead, etc.) replaces scholarly speculation – especially in worlds too primitive to have science or institutes of learning – variants of this spell might replace other IQ/H or IQ/VH *knowledge* skills, and possibly occult Hidden Lore specialties. For instance, "Word of God," begging the gods for revelations about themselves, may replace Theology.

Also a Knowledge spell.

Cost: 10. One try per question.

Time to cast: 1 hour.

Use Item (A)

Regular

Caster can temporarily use "Usable only by mages" magic items – as if with Magery 0, where relevant. The moment Use Item lapses, all magical effects such artifacts caused end, too: ongoing spells vanish regardless of duration, unused Melee and Missile spells dissipate harmlessly, etc. Permanent changes (e.g., injury inflicted or healed) remain.

This spell is for nonmages, and worthless to mages. Be warned: Objects that *harm* nonmages do so the instant Use Item ends!

Duration: 1 second. Must be maintained throughout the *entire* time required to activate the item – very draining for scrolls!

Cost: 2. Same cost to maintain.

MIND CONTROL SPELLS

Trivial spells here should be less potent than Dull Sense and Keen Sense, which are available to all. Foolishness is also basic, but requires IQ 12; thus, the GM may require IQ 11-12 for IQ/A spells that “curse” others.

Several trivial spells from other colleges affect the subject’s mental faculties, and so count as Mind Control spells, too: Disbelieve (p. 11), Drama (p. 7), Keyfinder (p. 11), Know Thyself (p. 11), and Sweet Oblivion (p. 11).

Adjunction (A)

Regular

Identical to the Oath spell – but works only on the caster! People often swear oaths before gods, on their ancestors’ graves, etc. In settings where the otherworldly regularly intervenes in the worldly, there may be a ritual to make this binding. This is a spell (often one that requires sanctity), but one *anybody* can learn.

Duration: Permanent.

Cost: 4.

Time to cast: 1 minute.

Hypnotize (A)

Regular; Special Resistance

Works like the Hypnotism skill (p. B201), but trades being easier (IQ/A rather than IQ/H) against an energy cost and more limited duration: trance, sleep, suggestions, and all other effect end when the spell does. Otherwise, use the rules for the skill as written.

Duration: 1 minute.

Cost: 2 to cast. Same cost to maintain.

Time to cast: 5 seconds.

Patience (A)

Regular

Subject, who must be *willing*, gains the effects of Attentive (p. B163) with respect to one specific, lengthy task, chosen at the time of casting: +1 to rolls for that activity, -3 to notice anything else. A common study aid at wizardly academies!

Duration: 1 hour. Must be maintained throughout the *entire* task to provide any benefit.

Cost: 2 to cast. 1 to maintain.

Time to cast: 10 seconds.

Startle (A)

Regular; Resisted by Will

Subject who fails to resist is spooked. Works only in *calm* settings, never noisy social situations, chases, combat, etc.

OTHER TRICKS

The GM may add more IQ/A spells, or invite players to propose them. While there’s no *design system*, new creations should respect the *guidelines* the spells in this collection establish.

Most of these spells weaken an existing basic spell or *seriously* weaken something more advanced. The longer the model spell’s prerequisite chain, the weaker the IQ/A spells it inspires. Ways to weaken a spell include:

- Reduced duration (seconds instead of minutes, or something like Diver’s Blessing, p. 6), range (short for Missile spells like Jolt, p. 17, and “jets” like Mighty Breath, p. 6 – or even touch only), offensive power (compare Belch, p. 7, to Spasm), or utility (compare Badger Paws, p. 8, to Shape Earth).
- Easier resistance; e.g., Volatility (p. 14).
- Limited subjects – maybe people with/without specific traits (e.g., Blend In, p. 7), willing subjects (like Stinkguard, p. 6), or just the caster (as Keyfinder, p. 11).
- Highly conditional usage; e.g., Find Ingredient (p. 9). See Dramatic Departure (p. 14) for an extreme case!
- No ability to withstand harder spells that would logically oppose it; e.g., Drama (p. 7) and Sweet Oblivion (p. 11).

This needn’t come with reductions in energy cost, casting time, or other bother, unless the effects are cosmetic or silly. Nonmages must work harder for fewer benefits! Indeed, a spell’s energy cost might *be* its weakness – it could drain energy quickly (e.g., Emergency Staff, p. 8, and Use Item, pp. 12-13), or have an unpredictable cost (like Cushion, p. 14).

Not every IQ/A spell needs to be modeled on existing magic. Some other ideas:

- Blocking spells that block things less serious than attacks; e.g., Stifle (p. 7).
- Spells that curse the *caster* with effects similar to disadvantages or baneful spells; e.g., Reverie of Ruin (p. 15). Their uses are left to clever players to find!
- Spells that ape mundane skills; e.g., Reorient (p. 10) and Thaumatomancy (p. 12). These can be easier than the skills – and shift those skills from other attributes to IQ – because they cost energy and require mana. But they might cover only *some* uses of the skills, or have inconveniently high costs or casting times.
- Spells that temporarily inflict quirks; e.g., Sink (p. 14). If hostile, these should be Resisted or require a willing subject. For ideas, see **GURPS Power-Ups 6: Quirks**.
- Spells that temporarily grant perks or cheap (at most 5-point) advantages; e.g., Bender Defender (p. 10). For inspiration, see **GURPS Power-Ups 2: Perks**.

The guidelines for adapting existing spells *still* apply here – notably, weak effects, limited scope, and little resistance to serious counter-magic.

Has no fixed game effects – it’s the magical equivalent of shouting “Boo!”, and has whatever outcome amuses the GM (e.g., screaming “Eek!” or spilling a drink).

Duration: Instantaneous.

Cost: 1. Cannot be maintained.

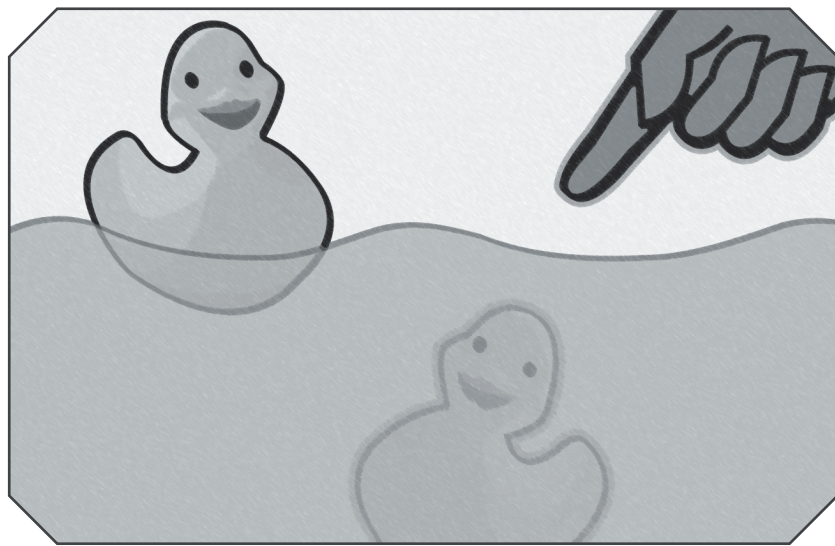
Volatility (A)

Regular; Special Resistance

Subject resists using Will *plus* the energy in the spell (Will+1 to Will+3). Failure to resist confers an equal-sized penalty (-1 to -3) to their *next* self-control roll (pp. B120-121). If the spell ends before such a roll is required – or the subject has no applicable disadvantages – it's wasted.

Duration: 1 minute or until a self-control roll is attempted, whichever comes first.

Cost: 1 to 3 to cast. Same cost to maintain – but a self-control roll always ends the spell.



Duration: 1 minute.

Cost: 2 per +1 to Move (maximum +3 Move). Half that to maintain.

Open Door (A)

Regular or Blocking

Causes the subject door – which *must* be free to swing and not in contact with another being – to open on its own, as if the caster had pushed it one-handed. Useless on portals the caster couldn't budge: too heavy, stuck, locked, etc.

Can be cast on the run, or to prevent a door from slamming in the caster's face. Treat either as a Blocking spell; thus, high skill doesn't reduce energy cost.

Duration: Instantaneous – doesn't *hold* the door open!

Cost: 1. Cannot be maintained.

Sink (A)

Regular

Subject, who must be *willing*, temporarily gains Cannot Float (p. B165). Can be cast on an inanimate object, but if that's keeping *anyone* afloat, *everyone* affected must be willing. Casters often cast Sink on themselves to dive and cancel it to resurface, which is as effective as diving with a weight and then letting it go. Useful when diving in very salty water!

Also a Water spell.

Duration: 1 minute.

Cost: 3. 1 to maintain.

Time to cast: 3 seconds.

MOVEMENT SPELLS

Apportation and Haste have no spell prerequisites, and are *potent* for basic spells. A wide range of IQ/A spells could easily slide in below that level!

Reorient (p. 10) and Wizardly Workshop (p. 12) are also Movement spells.

Cushion (A)

Blocking

Breaks a fall. Cast *immediately before impact*, not preemptively like Slow Fall. Roll falling damage normally, accounting for height, landing, Acrobatics, etc. Energy cost equals the damage rolled; serious falls can result in injury from reaching negative FP. Success means this is the only effect. Failure, that the caster pays *full* energy and takes falling damage anyway – ouch!

Cost: Equal to falling damage.

Flee (A)

Regular

Increases subject's Move in situations where *Enhanced Move* (p. B52) or *Sprinting* (p. B354) would apply. Despite its name, Flee *can* be used to charge into combat. Not cumulative with Haste – use only the highest applicable bonus.

NECROMANTIC SPELLS

Many cultures have rituals for contacting the afterlife, often viewed as *risky*. The GM may enforce normal critical failure results, even with IQ/A spells. Not that this will stop apprentices from daring one another to cast them . . .

Dramatic Departure (A)

Special

Caster may roll for this spell immediately after dying in any but the most thorough and instantaneous of ways (that's *already* dramatic!). Success gives *impressive* visuals: exploding head, disintegrating flesh, anything the caster likes. These effects cause no harm to others or the environment, beyond a mess.

Duration: Very permanent – caster can't be resurrected by anything that requires an intact body or brain!

Invoke (A)

Special

Lets caster utter the name of a demon, dead person, or similar entity in a way that's *guaranteed* to be heard in Hell, on the Other Side, etc. Rarely summons anything straight away, but repeated casting may ensure that Something includes the caster in future plans (GM's delight).

Arguably the most profoundly *unwise* trivial spell. Also a Gate spell.

Duration: Instantaneous, but many entities have long memories.

Cost: 1. Cannot be maintained.

Reverie of Ruin (A)

Information

Caster meditates on *their* death and receives a premonition like Death Vision (**Magic**, p. 149), but worse: Roll 3d on the *Fright Check Table* (p. B360) for effects. After stun or incapacitation ends, the GM *might* reveal a deadly hazard or lethally bad choice (“being stunned when danger strikes” counts).

Cost: 1.

Time to cast: (20 - skill) seconds, minimum 1 second. This is *instead* of the usual reduction for high skill.

PLANT SPELLS

In hunter-gatherer and agrarian societies with widespread magic or mysticism, almost anybody may know low-powered rituals to get more food from plants.

Ritual of Reaping (A)

Regular

Subject can easily harvest food plants *barehanded*, passing stalks between fingers, effortlessly pulling roots, shaking trees, etc. without damaging the produce or gathering inedible parts. The GM determines game effects. Having collection take 20% less time – or permitting an extra foraging roll (p. B427) per hour – seems reasonable. Worthless if there’s nothing suitable or ready to harvest!

Also a Food spell.

Duration: 1 hour.

Cost: 2. Same cost to maintain.

Time to cast: 10 seconds.

Spell of Sowing (A)

Regular

Subject can plant seeds simply by tossing them in the air as they walk. These disperse perfectly and sink to the correct depth. Whether they germinate and grow depends on soil quality, sunlight, rainfall, etc., as usual. The GM sets the practical effects; a savings of 20% time (or amount of seed needed) is a fair minimum.

Duration: 1 hour.

Cost: 2. Same cost to maintain.

Time to cast: 10 seconds.

PROTECTION AND WARNING SPELLS

Basic spells here are Block and Magelock, which call for Magery 1, and Shield, which requires Magery 2. All are rather potent, leaving lots of room for IQ/A options!

Many trivial spells from other colleges offer protection, usually against their college’s “element”: Bender Defender (p. 10), Goggles (p. 12), Oven Mitts (p. 9), Selective Hearing (below), Stinkguard (p. 6), and Storm Shelter (p. 17). These count as Protection and Warning spells, too.

Anticipate (A)

Regular

Subject is less vulnerable to tricky attacks: The *total* penalty to defend against attacks from the side, Deceptive Attacks, Dual-Weapon Attacks, and flails, and from Feints, is -1 less severe. No benefit if none of those situations apply! Never gives a *bonus*.

The GM might let *magery* eliminate a penalty up to their Magery level, at 2 energy per -1 removed.

Duration: 1 minute.

Cost: 2. Same cost to maintain.

Insect Repellent (A)

Regular

Subject becomes unattractive to biting flies, mosquitoes, and similar natural vermin. As effective as repellent substances known at the caster’s TL, meaning it mostly saves a little money – though it can be a lifesaver to lost or shipwrecked explorers! No effect on *unnatural* pests.

Also an Animal spell.

Duration: 1 hour.

Cost: 1. Same cost to maintain.

Time to cast: 10 seconds.

SOUND SPELLS

The basic Sound spell is extremely weak. The GM might want to make it IQ/A, either as well as or in place of these spells. Anything *less* potent must be trivial indeed.

Call (p. 6) and Mer-Speech (p. 17) also count as Sound spells.

Selective Hearing (A)

Regular

Subject ignores -1 in Hearing penalties due to noise, and gets +1 to HT rolls to resist deafening noises (like Thunderclap) and to Will rolls to resist distraction by sounds.

Also a Protection and Warning spell.

Duration: 1 minute.

Cost: 1. Same cost to maintain.

Squeak (A)

Regular

Produces a *brief*, low-intensity, high-pitched sound similar to a creaky floorboard, hinge in need of oil, mouse, etc. Use the “leaves rustling” line on the *Hearing Distance Table* (p. B358). Mainly useful for irritating people, but might distract someone in an unusually quiet environment (GM’s decision).

Duration: 1 second (less, if the caster wishes).

Cost: 1. Cannot be maintained.

Throw Voice (A)

Regular

Subject can do what ventriloquism is *reputed* to do (but cannot!): Make their voice literally emerge from a distant point. This requires a Ventriloquism (p. B228) roll, at -1 per yard of distance; a subject without that skill uses IQ-6 (normally, Ventriloquism has no default), still at -1 per yard. Popular with bards and other entertainers!

Also a Body Control spell.

Duration: 1 minute.

Cost: 2 to cast. 1 to maintain.

Time to cast: 2 seconds.

TECHNOLOGICAL SPELLS

This college is most useful in settings with widespread machinery. Such backgrounds feature many cheap gizmos that anyone can use without effort, so it's fair to allow IQ/A spells – which cost character points and require energy – to be at least as useful as these.

Wizardly Workshop (p. 12) is also considered a Technological spell, and might merit a /TL in settings where tech level varies significantly.

Magnetic Finger (A)

Regular

One of the caster's fingers becomes magnetic. Effective ST 1 lets it attract and pick up 0.2 lb. of objects containing iron, nickel, or cobalt, as long as they're within one inch. Works through most materials, though not metals. Mainly useful for quickly collecting many tiny objects, like spilled tacks – but clever casters will cook up other uses.

Duration: 1 minute.

Cost: 1. Same to maintain.

Remote Start/TL (A)

Regular

Causes subject machine to switch *on* or *off*, if this requires nothing more complicated than pushing, pulling, or turning a control. Any key must be in place (Remote Start can't bypass security measures), and the caster must know how to operate the device and make any skill roll required for startup or shutdown. Doesn't grant control – just “hands free” activation or deactivation.

Duration: Instantaneous. Machine remains on or off as usual.

Cost: 1. Cannot be maintained.

NOVICES AND LAYPEOPLE

Any of these spells *could* be “holy.” The only absolutely essential changes are to read “mana” as “sanctity” for sacred spells, and to use Power Investiture (not Magery) to assess IQ bonuses and higher levels of effect. Yet in most settings, wizards can learn more spells than clerics, raising the question of which ones the gods grant.

Adjuration generally fits. **Ack** *might*, if deities communicate directly with the faithful. **Invoke** is probably either widespread or strictly forbidden, depending on whether gods like to hear their names more than they worry about mortals calling demons!

Traditional fantasy RPG clerics nourish, cure, and protect, suggesting Food, Healing, and Protection and Warning spells. But not *everything* in those colleges! Holiness is often associated with moderation or asceticism, rendering spells like **Bender Defender** and **Glutton's Cheat** unsuitable, and many faiths take a dim view of **Birth Control**. Conversely, **Ritual of Reaping**, **Spell of Sowing**, and protective magic that falls outside the three key colleges (like **Cushion**) *do* fit.

In faiths with organized worship, serious devotees may be expected to learn **Aide** for healing ceremonies, **Patience** to sit through long services, and **Stifle** to preserve ritual decorum. Lay clergy might use **Image** to project holy icons, perfumed versions of **Puff** to replace incense, and **Tack** to post religious tracts. Sermons would benefit from **Know Thyself**.

Other spells suit deities whose “divine spheres” mirror the magical colleges to which the magic belongs: Fire

spells for fire gods, Necromantic spells for death gods, etc. Creative thinking may be needed; e.g., **Diver's Blessing** isn't a Water spell but *is* thematic for sea gods, while **Badger Paws**, **Spotless Hands**, and **Stinkguard** aren't Necromantic but suit death cultists who regularly inhume and exhume corpses.

Spells related to mana and wizardly pursuits don't feel like gifts that deities other than gods of magic would grant. **Emergency Staff**, **Magician's Minion**, **Sorcerer's Stand-In**, **Thaumatomancy**, and **Use Item** fall into this category.

Then there are silly or juvenile spells. Examples are things like **Belch**, **Cloud**, **Squeak**, and even **Dramatic Departure**. These are undignified for deities other than tricksters.

But in a society where everybody prays, nothing is *completely* implausible. If minor prayers work for anyone, while wizards always need mana, *all* of these IQ/A spells might be possible as holy but not wizardly magic.

Lastly, for the druidic magic in **GURPS Dungeon Fantasy**, it's best to stick to Animal, Earth, Plant, and Weather spells, plus fitting Air and Water spells (GM's decision). Rather than adapt Chapter 1's rules for mana to Nature's Strength, assume that anyone can cast IQ/A druidic spells, but that users without Power Investiture (Druidic) *halve* bonuses and round down (e.g., +3 becomes +1) but suffer full penalties, while those with that advantage *halve* penalties and drop fractions (-3 becomes -1) but enjoy full bonuses.

WATER SPELLS

Given water's importance to life, it's probable that if IQ/A spells exist, quite a few of them will fall into this college. Sailors are a particularly superstitious lot, and likely to have some handy incantations for use at sea.

Cloud (below) and Sink (p. 14) count as Water spells, too.

Mer-Speech (A)

Regular

Subject temporarily gains the Speak Underwater advantage (p. B87). Also a Communication and Empathy spell and a Sound spell.

Duration: 1 minute.

Cost: 2 to cast. 1 to maintain.

Time to cast: 2 seconds.

Sea Legs (A)

Regular

Subject has +3 to resist *Seasickness* (p. B436). Also a Healing spell.

Duration: 1 hour.

Cost: 1. Same cost to maintain.

Time to cast: 2 seconds.

Sponge (A)

Regular

Willing subject's hands absorb liquids, like towels or sponges. Wringing hands squeezes out the liquid. Each cycle takes three seconds and removes two fluid ounces (just over 0.1 lb. if water). Confers no protection against acid, boiling water, etc. – and any *poison* works like a contact agent! Popular with apprentices who cook and clean for their masters.

Duration: 1 minute.

Cost: 1. Same cost to maintain.

Time to cast: 2 seconds.

Squirt (A)

Regular

Caster shoots a little water from one finger. Range is three yards. Roll against Innate Attack (Beam) to hit. May be blocked or dodged, but not parried. Insufficient to cause knockback or damage – even to swarms and fire entities – or to extinguish more than a candle flame. Used to moisten envelopes, snuff chandeliers, etc.

Duration: 1 second. Takes an *hour* to produce a gallon!

Cost: 1. Same cost to maintain.

Sweat (A)

Regular

Caster's body oozes enough water to neutralize cyclic contact effects – extinguishing *ordinary* flame if on fire, flushing away acid or poison, etc. – preventing further damage. Water cannot be usefully collected (e.g., to drink). Clothing or armor

that's easily ruined or rusted by moisture must roll as in *Slime, Sand, and Equipment Failure* (p. B485).

Duration: Instantaneous.

Cost: 1. Cannot be maintained.

*Red sky at night, sailors
delight; red sky in the morning,
sailors take warning.*

– Traditional

WEATHER SPELLS

The weather is a big deal! This college contains *no* basic spells, and there needn't be any IQ/A ones. Any that exist are likely to be cute tricks involving lightning.

Cloud (A)

Regular; Resisted by Will

Don't confuse this with Clouds (*Magic*, p. 194)! A miniature cloud coalesces a few inches above the subject and follows them around. This doesn't *do* anything (rain, shoot lightning, etc.), but it's a useful way to mark someone: +1 to Vision rolls to notice them and -1 to their Stealth. It's also annoying.

Also an Air spell and a Water spell.

Duration: 1 minute.

Cost: 1. Same cost to maintain.

Jolt (A)

Missile

Electricity arcs from the caster's hand. This has Acc 0, 1/2D 5, Max 10. Use Innate Attack (Projectile) to hit.

Anyone hit must roll vs. HT+1, with a bonus equal to DR (treat *metal* armor as DR 1), and +3 beyond 1/2D range. Failure means being stunned. Roll against HT each turn to recover.

The GM may let *magics* invest up to their *Magery* level in energy per second, for three seconds. The roll to resist stun starts at HT+2, -1 per energy point.

Also an Air spell.

Cost: 1.

Storm Shelter (A)

Regular

Bad weather affects the subject, *personally* – not their house or vehicle – as though it were a step less severe on the table on *Magic*, p. 194. Most often means -1 less to rolls to avoid falling overboard, see things through torrential rain, etc.

Also an Air spell and a Protection and Warning spell.

Duration: 1 hour.

Cost: 1. Same cost to maintain.

Time to cast: 2 seconds.

CHAPTER THREE

MAKING THE MOST OF THE LEAST

In high-powered fantasy (like *GURPS Dungeon Fantasy*) and settings where magic is common and society-changing, most career spellcasters are individuals with Magery, Power Investiture, or similar who've had a chance to study IQ/Hard and IQ/Very Hard spells. Yet that's a loaded statement! The reality depends on the GM's world-building decisions.

If the only magic available is low-powered, it can be widespread *without* changing society much. The existence of forces that violate physical laws even a little would shake science to its core, but the average person wouldn't notice or care – how many people today worry about, never mind *grasp*, quantum mechanics, relativity, thermodynamics, etc.? More important to ordinary people, an IQ/Average spell is as time-consuming to learn as a Professional Skill yet useful for a single, trivial purpose. If that one thing is comparable to cheap consumer technology in capability, and the spell is fatiguing, magic is unlikely to replace tech, much less revolutionize anything.

In worlds where high-powered heroes have epic adventures, magic can be powerful and transformative without being *commonplace*. It might be controlled by a few NPCs who hoard it jealously as they pursue megalomaniac goals such as immortality, world conquest, and godhood. Everyone else gets “scraps.” This approach is common in pulp sword-and-sorcery tales.

Finally, magic being powerful *and* widely taught to anyone with the means to learn it doesn't guarantee widespread Magery – in game terms, Magery may cost extra or call for an Unusual Background. Training in IQ/H and IQ/VH spells might be as demanding as any other profession that requires multiple Hard and Very Hard skills, like becoming a brain surgeon or an astronaut, and require social advantages or a different Unusual Background. Indeed, *all* of these things could be true!

All of the above possibilities leave room for career casters who *specialize* in trivial spells. In weak-magic backgrounds, these are individuals with enough of a knack for IQ/A spells to learn many of them quickly at skill levels where they aren't fatiguing to cast. In strong-magic settings where only evil NPCs are powerful wizards, “hedge magician” is likewise its own career – and to survive epic adventures alongside mighty-thewed warriors and legendary rogues, such a hero needs to

be *capable*. And in worlds where magic is both strong and available, but the gifts and/or privilege needed to exploit it are uncommon, there are sure to be “supporting professions,” just as surgeons and astronauts rely on armies of technicians.

What abilities do *these* people have?

ADVANTAGES FOR MINOR MAGICIANS

Those who *can* have gifts like Magery or Power Investiture will want them, as these aid IQ/A spells just as they benefit harder ones. Such traits may be rare in the setting, however – expensive, associated with Unusual Backgrounds, even off-limits to PCs. Or perhaps they're common enough but not useful, because spells that absolutely require them are unavailable and “caster only” items (or *all* magic items) are rare.

Beyond all that, the way *other* advantages work can explain – even empower – casters who specialize in trivial spells.

Languages

see pp. B23-25

Verbal castings might require an obscure magical tongue. If so, casters who *must* speak (skill 14 or less) – or who choose to speak, to avoid gestures (skill 15-19) – cast at -3 if their spoken comprehension is merely Broken (1 point), -1 if Accented (2 points). In addition, nobody can *learn* magic without being able to read this language; the GM may let Broken or Accented written comprehension suffice for new characters, but assess -3 or -1 to rolls to learn spells later on (see *GURPS Social Engineering: Back to School*). It would also be fair to make complete Native comprehension a prerequisite for learning spells.

That definitely fits IQ/H and IQ/VH spells! But it might *not* be true for IQ/A spells, if they have vulgarized versions in workaday languages. Such a ruling makes it cheaper to play hedge magicians than “real wizards.” If both can be PCs, this gives the former a small head start, making the role more attractive.

Magic Perks

see *GURPS Thaumatology: Magical Styles*, pp. 20-33

Technically, only *mag*es can have Magic Perks. The real curb on these perks is points in spells, though. Nothing breaks if the GM lets trivial spells count – if, with or without *Magery*, casters can add points in IQ/A spells to total points in spells and buy one Magic Perk per full 20 points.

If hedge magicians aren't guild- or academy-taught, it would be fair to rule that they don't pursue magical styles, meaning they cannot learn the Magical School Familiarity perk or buy one extra Magic Perk from a style per 10 points in its spells. Then again, "hedge magic" could be a formally certified profession, in which case the GM might deem it a "style" for this purpose. Either way, the perk list should be shorter for non-mages.

Particularly suitable Magic Perks are those that give bonuses or negate penalties to cast, offsetting the absence of *Magery* (e.g., Afflicted Casting, Far-Casting, Reduced Footprint, and Spell Bond); Attribute Substitution, to base spells on something besides IQ (good for non-geniuses who want a few "everyman" spells); Convenience Casting and Mundane Magic (for the many trivial spells that cover everyday tasks); Intuitive Cantrip (which essentially is a trivial spell!); and Wizardly Dabbler (IQ/A spells default to IQ-5).

The GM *might* permit Limited Energy Reserve (Trivial Magic). This can be spent only on IQ/A spells – as if "trivial spells" were a style.

The GM *shouldn't* allow perks pertaining to enchantments (like Better Magic Items, Improvised Items, Staff Attunement, and Staff Bond) or guilds (notably Academic or Guild Rank), nor those that make sense only alongside *Magery* (Magical Weapon Bond, Secret Mage, Thaumatological Doublespeak, etc.) or a magical style (e.g., Improvised Magic, Lapsed Practitioner, Magical Style Adaptation, Secret Spell, and Shortcut to Power).

Magic Resistance

see p. B67

Since trivial spells don't require *Magery*, someone who knows them *can* have Magic Resistance. To keep things balanced, subtract its level from rolls to cast such spells – just as with the Magic Resistance spell (*GURPS Magic*, p. 123) – unless it has Improved, +150%. This still makes a nice edge for hedge magicians, as they can work simple magic while being magic-resistant for cheap, whereas someone who wants to cast harder spells needs *Magery* and can't have Magic Resistance unless it's Improved.

Be aware that each level of unimproved Magic Resistance effectively negates a level of Hedge Magician (below) for casting. Hedge Magician 1 [5] and Magic Resistance 1 (Improved, +150%) [5] costs less than Hedge Magician 2 [10] and Magic Resistance 1 [2], and gives the same net bonus to spells and resistance to magic. What the latter gives for the extra points is faster learning and a better roll to notice magic – which might be worth it!

Rank

see pp. B29-30

In some worlds, only those with high Rank in a power structure that controls access to magical secrets might receive permission to study "advanced" magic. Two obvious approaches are:

Rank restricts spell difficulty. Anybody inside or outside the Rank system has access to IQ/A spells – but the privilege of studying IQ/H spells is reserved for Rank 1+, and IQ/VH spells require even higher Rank (Rank 2, 3, or more).

Rank restricts spell Magery requirements. Anybody can find a teacher for spells that require no *Magery* (trivial ones), but training in spells that call for *Magery* requires Rank – the higher the *Magery* requirement, the greater the Rank. Perhaps any spell that needs *Magery* (even *Magery* 0) to cast in normal mana requires Rank 1+, and *Magery* 1-3 spells require Rank 2-4. Requirements may be steeper; e.g., Rank 1+ for *Magery* 0, Rank 2+ for *Magery* 1, Rank 4+ for *Magery* 2, and Rank 6+ for *Magery* 3.

Like Languages (p. 18), the game-mechanical effect is that casters who want to learn only IQ/A spells enjoy a head start. *How much* of a head start depends on the amount of Rank access to harder magic requires, and its cost per level. As *Thaumatology: Magical Styles*, p. 21, discusses, this could be Academic or Guild Rank at just 1 point/level . . . or Administrative, Merchant, Religious, or similar Rank at 5 points/level.

Beyond point costs, Rank offers an *in-world* explanation for why most people lack access to anything but trivial spells. If the GM rules that such Rank isn't available above a certain level or even at all to starting PCs, then *Magery* (or Power Investiture) becomes more of an investment in the future. It still helps casters of trivial spells, but they won't start with access to *Magic*.

Talent

see pp. B89-91

Perhaps the strongest way to support hedge magicians is with a Talent that works like *Magery* or Power Investiture – but only for learning IQ/A spells. This must cost less than the 10 points/level typical of spellcasting talents to be attractive. A suggestion:

Hedge Magician: Gives +1 per level with all IQ/A spells, effectively raising IQ for the purpose of *those spells only*. Like all Talents, this one reduces the time (never point cost!) required to learn what it covers by 10% per level. Instead of a reaction bonus, it provides an "alternative benefit" (see *GURPS Power-Ups 3: Talents*): Roll against Per-4, +1/level of Hedge Magician, to notice magic items. 5 points/level.

Thus, *Magery* 0 [5] gives *no* bonus to spells and a Per roll to spot magic, while for the same points, Hedge Magician 1 [5] gives +1 to IQ/A spells and a Per-3 roll. *Magery* 1 [15] gives +1 to *all* spells and a Per+1 roll, while Hedge Magician 3 [15] gives +3 to IQ/A spells and a Per-1 roll. All in all, it seems fair.

*A good earthy witch is
more honest than some city
rogue tricked out in black
cone-hat and robe of stars.*

– Fritz Leiber, *Swords
Against Wizardry*

OTHER SOCIAL ADVANTAGES

The GM may restrict access to spells harder than IQ/A to characters with advantages other than or as well as Rank (p. 19). Some classics:

Clerical Investment (p. B43): Only the priesthood may learn harder spells. These needn't require Power Investiture! Society could view Magery-based magic as angelic – or as dangerously tempting, or *diabolical* – and entrust it strictly to priests. Religious Rank could *also* be required.

Patrons (pp. B72-74): Anyone can learn IQ/A spells, but harder ones require close mentoring. Those who want access to them must possess a wizardly – or divine, or *demonic* – Patron of some minimum power level or point cost. If such magic is merely secret, a Patron who can teach it has Special Abilities, +50%; if it's effectively unknown, this becomes +100%.

Security Clearance (pp. B82-83): In secret-magic settings, everything about magic might be “need to know”! Access to proof of its existence and mundane skills relevant to it costs 5 points; to IQ/A spells, 10 points; and to harder spells, 15 points.

Status (pp. B28-29): Powerful magic is reserved for the ruling classes. Any commoner might be a “hedge magician” or “wise woman” who casts IQ/A spells, but the Faerie Queen, Evil Emperor, or Great Hierophant allows only courtiers to study *serious* magic. Follow the advice on Rank, reading “Rank” as “Status.”

Tenure (p. B93): Only professors of magical academies can learn harder spells. Academic Rank could be required, too.

In all cases, the effect resembles that of Rank: Game-mechanically, being a wizard with IQ/H and IQ/VH spells becomes more costly, so dabblers satisfied with IQ/A spells start out ahead. Dramatically, the GM has a way to explain why harder spells are so rare.

Such a Talent really comes into its own alongside some of this chapter's other ideas. If learning full-spectrum magic means spending 5+ points on Languages, Rank, etc., then someone happy with trivial spells can spend those points *here* to cast at +1 or more instead.

How many levels are good? Normally, Talents stop at four levels. As **Power-Ups 3** explains, this is arbitrary. For instance, to keep hedge magicians competitive, the GM may decide that if mages can attain Magery 3 [35], hedge magicians can spend just as much: Hedge Magician 7 [35]. Cap *learning speed* at x2, though; e.g., Hedge Magician 7 gives +7 to IQ/A spells and a Per+3 roll to sense magic, but -50% (not -70%) learning time.

What happens if someone has Hedge Magician *and* Magery? Mostly, they stack. Add *both* advantage levels to IQ when learning IQ/A spells, but only Magery for harder ones. When sensing magic, it's simplest to add both to Per, too. Thus, someone with Magery 1 [15] and Hedge Magician 3 [15] learns most spells at +1 to IQ, learns IQ/A spells at +4, and senses magic at Per+4.

Would this Talent would work better as Magery with a limitation – say, Hedge Magic Only, -50%? That's a world-building decision. Making Hedge Magician fundamentally

mundane – not a magical gift, however limited – jibes better with “spells anybody can learn.” It means hedge magicians *aren't* perforce mages, and distinguishes the groups in the milieu as well as mechanically.

Unusual Background

see p. B96

The GM who doesn't want a social spin on who learns what spells may replace Rank (p. 19) or other social advantages (see boxed text) with an Unusual Background that serves the same purpose but that's explained by the rarity of suitable teachers (who evidently refuse to act as Patrons) rather than by privilege. The point cost could stay the same – although if even IQ/A spells aren't widespread, access to them should require at least 5 points, with harder magic costing more. As Unusual Background is pure fiat, the gap can be as large as the GM wants; e.g., 5 points for trivial spells, but 25 or more points for harder ones.

SKILLS FOR MINOR MAGICIANS

To be a minor magician, learn IQ/A spells. Still, in a world where “hedge magician” is a genuine profession – perhaps with its own Talent and distinctive Magic Perks (p. 19) – there may be a related body of professional knowledge.

Expert Skill

see pp. B193-194

Settings with trivial spells may require a new Expert Skill:

Folk Magic: General expertise on trivial spells. Can stand in for Occultism, Ritual Magic, Thaumatology, Theology, etc. to answer questions about what IQ/A spells exist, what Magic Perks are associated with them, how Hedge Magician works, and how these matters relate to and interact with harder spells, more potent perks, and Magery. *Cannot* be used to research new spells or identify harder ones in action. Most mages (and some hedge magicians) learn Thaumatology, which *includes* this skill.

Savoir-Faire

see p. B218

Settings where hedge magic has a respected practitioner in every village may have a new specialty:

Wise Folk: How to solicit magical help from hedge magicians, convince them to teach you, and work as one without offending others. Depending on the backdrop, time spent practicing in the area, demonstrated magical skill, or Hedge Magician level might determine relative standing – but Magery *rarely* does. In worlds where wizards have Rank and something like Savoir-Faire (Guild), or Status and Savoir-Faire (High Society), this specialty and that for wizards default either way at -2. There are no other defaults between specialties.

INDEX

Ache spell, 7.
 Ack spell, 7.
 Adjuration spell, 13.
 Advantages, *useful*, 18-20.
 Aid spell, 10.
 Aide spell, 10.
 Air spells, 6, 17; *tips*, 6.
 Analgesic spell, 10.
 Animal spells, 6, 15; *tips*, 6.
 Anticipate spell, 15.
 Badger Paws spell, 8.
 Basic spells, *defined*, 4.
 Belch spell, 7.
 Bender Defender spell, 10.
 Birth Control spell, 10.
 Blend In spell, 7.
 Body Control spells, 6-7, 9, 10, 16; *tips*, 6.
 Call spell, 6.
 Campaigns, *effects on society*, 18;
 introducing trivial spells, 5, 18; *reasons*
 for trivial spells, 3, 5, 18.
 Characters, *clerical magic*, 16; *druidic*
 magic, 16; *perks for styles*, 19; *suitable*
 advantages, 18-20; *suitable skills*, 20;
 trivial spells and, 18.
 Clerical Investment advantage, 20.
 Clerical magic, 16, 20.
 Cloud spell, 17.
 Communication and Empathy spells, 7-8,
 17; *tips*, 7.
 Cushion spell, 14.
 Disbelieve spell, 11.
 Diver's Blessing spell, 6.
 Drama spell, 7.
 Dramatic Departure spell, 14.
 Druidic magic, 16.
 Earth spells, 8; *tips*, 8.
 Easy Rider spell, 10.
 Eat Crow spell, 9.
 Ember spell, 9.
 Emergency Staff spell, 8.
 Enchantment spells, 8-9; *tips*, 8.
 Enchantments, 4-5.
 Expert Skill, 20.
 Find Ingredient spell, 9.
 Fire spells, 9.
 Flee spell, 14.
 Flexibility spell, 7.
 Food spells, 9, 15; *tips*, 9.
 Gargoyle Skin spell, 8.
 Gate spells, 10, 14-15; *tips*, 10.

Glossary, 4.
 Glutton's Cheat spell, 9.
 Goggles spell, 12.
 Groom spell, 6.
GURPS, 3; **Artillery Spells**, 3; **Death**
 Spells, 3; **Dungeon Fantasy 4: Sages**, 5;
 Dungeon Fantasy, 16; **Magic**, 3-6, 8, 9,
 12, 15, 17, 19; **Power-Ups 2: Perks**, 13;
 Power-Ups 3: Talents, 20; **Power-Ups 6:**
 Quirks, 13; **Social Engineering: Back**
 to School, 18; **Thaumatology: Magical**
 Styles, 4, 19.
 Healing spells, 10, 17; *tips*, 10.
 Hedge magician, *as career*, 18; *traits for*,
 18-20.
 Hedge Magician Talent, 19-20.
 Holy magic-workers, *see Clerical Magic*.
 Hypnotize spell, 13.
 Illusion and Creation spells, 7, 8, 11; *tips*,
 11.
 Image spell, 11.
 Insect Repellent spell, 15.
 Invoke spell, 14-15.
 IQ/A spells, *see Trivial Spells*.
 Items, 4-5.
 Jolt spell, 17.
 Keyfinder spell, 11.
 Know Thyself spell, 11.
 Knowledge spells, 10-12; *tips*, 11.
 Language advantage, 18.
 Light and Darkness spells, 11, 12; *tips*, 12.
 Magery advantage, 5, 18; *Rank and*, 19.
 Magic Perks, 19.
 Magic Resistance advantage, 19.
 Magician's Minion spell, 8-9.
 Magnetic Finger spell, 16.
 Making and Breaking spells, 12.
 Mana level, 4.
 Manuals, *adjusting cost*, 5.
 Mer-Speech spell, 17.
 Meta-Spells, 10, 12-13; *tips*, 12.
 Mighty Breath spell, 6.
 Mind Control spells, 7, 13-14; *tips*, 13; *see*
 also Knowledge Spells.
 Movement spells, 10, 12, 14; *tips*, 14.
 Necromantic spells, 14-15; *tips*, 14.
 Open Door spell, 14.
 Oven Mitts spell, 9.
 Patron advantage, 20.
 Patience spell, 13.
 Pebble spell, 8.

Perks, *useful*, 19.
 Phosphorescence spell, 12.
 Plant spells, 15.
 Power Investiture advantage, 16, 18.
 Protection and Warning spells, 6, 9, 10, 12,
 15, 17; *tips*, 15.
 Puff spell, 9.
 Rank advantage, 19.
 Remote Start/TL spell, 16.
 Reorient spell, 10.
 Reverie of Ruin spell, 15.
 Ritual of Reaping spell, 15.
 Savoir-Faire skill, 20.
 Sea Legs spell, 17.
 Security Clearance advantage, 20.
 Selective Hearing spell, 15.
 Shadowplay spell, 11.
 Sink spell, 14.
 Skills, *useful*, 20.
 Sorcerer's Stand-In spell, 9.
 Sorcerous Signal spell, 8.
 Sound spells, 6, 15-17; *tips*, 15.
 Spell of Sowing spell, 15.
 Spells, *defined*, 4; *new*, 6-17; *weakening*, 13;
 see also Trivial Spells.
 Sponge spell, 17.
 Spotless Hands spell, 8.
 Squeak spell, 15.
 Squirt spell, 17.
 Stand Out spell, 7.
 Startle spell, 13.
 Status advantage, 20.
 Stifle spell, 7.
 Stinkguard spell, 6.
 Storm Shelter spell, 17.
 Styles, *Magic Perks and*, 19.
 Sweat spell, 17.
 Sweet Oblivion spell, 11.
 Tack spell, 12.
 Talents, 19-20.
 Technological spells, 12, 16; *tips*, 16.
 Tenure advantage, 20.
 Test spell, 10.
 Thaumatomancy spell, 12.
 Throw Voice spell, 16.
 Trickster spells, 7, 14, 15, 17.
 Trivial spells, *as items*, 4-5; *as prerequisites*,
 5; *creating new*, 13; *defined*, 4; *difficulty*
 of, 4; *learning*, 5; *Magery and*, 4, 5;
 magical styles and, 19; *mana level and*,
 4; *new*, 6-17; *optional rules*, 5; *other*
 rules and, 5; *prerequisites of*, 4; *see also*
 Campaigns, Characters.
 Twinkle spell, 12.
 Unusual Background advantage, 20.
 Use Item spell, 12-13.
 Volatility spell, 14.
 Water spells, 14, 17; *tips*, 17.
 Weather spells, 17.
 Wizardly Workshop spell, 12.

*Ninety per cent of most magic merely consists
 of knowing one extra fact.*

– Terry Pratchett, *Night Watch*

STUCK FOR AN ADVENTURE? NO PROBLEM.

**Warehouse 23 sells high-quality
game adventures and supplements
in print and PDF formats.**

- Free downloadable adventures for **GURPS** and *In Nomine*!
- Fun gaming accessories – shot glasses, shirts, specialty six-siders, and more!
- PDFs from Atlas Games, Amarillo Design Bureau, Goodman Games, and many others – plus gems from the up-and-comers.
- Original material for *Transhuman Space* and new **GURPS** supplements from Kenneth Hite, Phil Masters, David Pulver, Sean Punch, and William Stoddard!
- Fully searchable files of **GURPS Fourth Edition** supplements.
- Digital editions of out-of-print classics, from *Orcslayer* and the complete run of *ADQ* to **GURPS China** and **GURPS Ice Age**.
- Buy board games and roleplaying PDFs in the same order! Download digital purchases again whenever you need to.



STEVE JACKSON GAMES
warehouse23.com